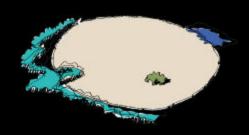




#### PRINCIPLES OF COMMUNITY BUILDING



#### THE LAND'S

In the beginning there is a blank canvas with environmental features to design around...



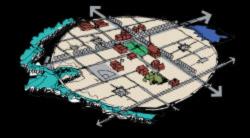
#### **CONNECTIONS/LINKAGES**

Smart planning will connect these features with roads, parkways and trails...



#### **OPEN SPACE/RECREATION**

Next, add recreation and landscape planning into the mix...



#### PUBLIC PLACES/BUILDINGS

Finally, reserve sites for institutions that will become landmarks, such as churches and government buildings.



PRINCIPLES OF COMMUNITY BUILDING

#### **PRINCIPLES**

#### **Environmental Footprint**

- Preserve and enhance the open space of Coyote Valley
- Protect the natural environment and culturally significant resources
- Protect ground water quality, conserve water and provide watershed stewardship
- Provide flood protection and open space recreation in a multi-functional approach
- Sustainability, conservation and restoration for community, site and building design
- History, climate, natural and cultural landscape must be integrated into the community

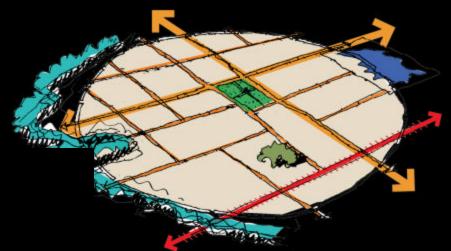




PRINCIPLES OF COMMUNITY BUILDING

# PRINCIPLES Connections

- Provide for a variety of transportation choices
- Create walkable neighborhoods & connections to surrounding open spaces
- Corridors of transit, roadways and greenways as definers and connectors of neighborhoods
- A network of inter-connected streets and public spaces that encourage alternative modes of transportation

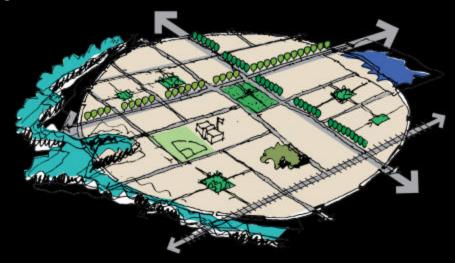




PRINCIPLES OF COMMUNITY BUILDING

# PRINCIPLES Open Space/ Landscape & Recreation

- Establish a network of open space uses & connections
- Provide for a wide range of recreation opportunities: passive and active
- Conservation areas and open spaces define and connect neighborhoods

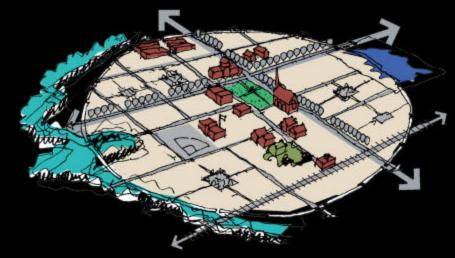




PRINCIPLES OF COMMUNITY BUILDING

# PRINCIPLES Public & Civic Places

- Civic spaces and buildings that reinforce community identity
- Place public buildings such as city halls, libraries and post offices in important places with strong civic architecture
- Civic buildings and places like town squares and parks make excellent anchors for retail districts and provide a community with landmarks

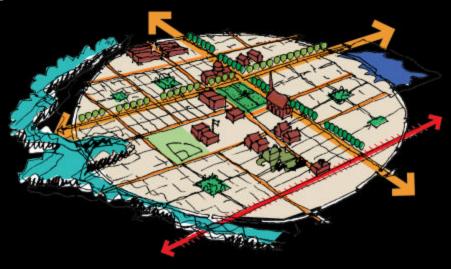




PRINCIPLES OF COMMUNITY BUILDING

# PRINCIPLES Neighborhood

 Compact neighborhoods that are mixed-use, pedestrian friendly and transit-oriented, which have centers and edges



- Districts with distinct and diverse neighborhoods with linked civic uses
- Provide opportunities for social equity: housing for all ages, economic levels and ethnic groups
- Authentic and healthy community



#### STRATEGIES



Internal Trip Capture



Dispersed Transportation Technologies



Structured Shared Parking



#### STRATEGIES



**Urban Walks and Trails** 



**Neighborhood Streets** 



Main streets



#### **STRATEGIES**



Mix of Workplaces



Corporate Building and Branding in Urban Center



The Not So Purpose Built Workplace



An Education & Technology Business Partnership



#### STRATEGIES



Mixed Use



Civic Focus Urban Form



Enclaves & Labyrinths



Town center



**PUBLIC REALM** 

OPEN SPACE/
LANDSCAPE & RECREATION



#### **Planning Goals**

#### **RECREATION:**

- Community Parklands
- Neighborhood Parks
- School Recreational Lands
- Festival Grounds
- Community Gardens

#### **ADDITIONAL OPEN SPACES:**

- Fisher Creek Greenway
- Canal System
- Parkway Loop



**PUBLIC REALM** 

#### **COMMUNITY PARKLANDS**



- Serves an area within a 1 mile radius
- Large groups
- Active & organized sports
- •Group picnic
- Aquatic activities



**PUBLIC REALM** 

#### **COMMUNITY PARKLANDS**



- Serves an area within a 1 mile radius
- Large groups
- Active & organized sports
- Group picnic
- Aquatic activities



PUBLIC REALM

#### **CENTRAL COMMONS**











PUBLIC REALM

**LAKE PARK** 





**INTERNATIONAL GARDEN** 



**AQUATIC RECREATION** 



**PUBLIC REALM** 

#### **COMMUNITY PARKLANDS**



**ACTIVE RECREATION** 



**COMMUNITY CENTER** 

- •Serves an area within a 1 mile radius
- Large groups
- Active & organized sports



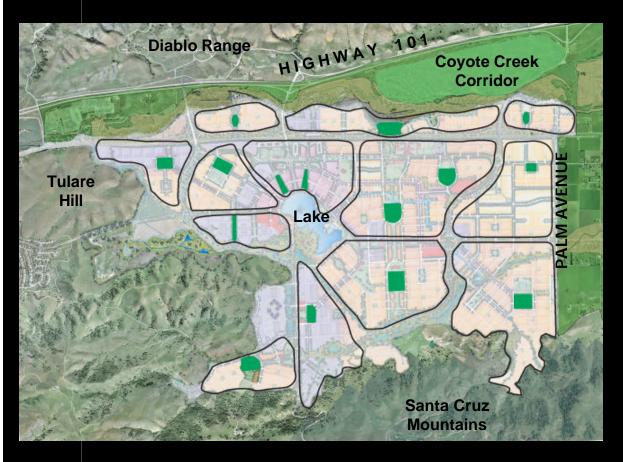


- •Group picnic
- Aquatic activities



**PUBLIC REALM** 

**NEIGHBORHOOD PARKS** 



- •Serves an area within a 1/4 mile radius
- Focal point for neighborhood
- Gathering point
- Smaller recreation amenities
  - Tennis
  - Basketball
  - Turf Areas
- •5 acres minimum each park
- •One park per neighborhood



**PUBLIC REALM** 

#### **NEIGHBORHOOD PARKS**





**GARDENS** 



**SMALL GROUP ACTIVE** 



SENIORS

- •Serves an area within a 1/4 mile radius
- •Focal point for neighborhood
- Gathering point
- •Smaller recreation amenities
  - Tennis
  - Basketball
  - Turf Areas
- •5 acres minimum each park
- •One park per neighborhood



**PUBLIC REALM** 

**SCHOOL RECREATION LANDS** 



#### **Planning Goals**

- Serves school recreation needs
- •1 playground per school

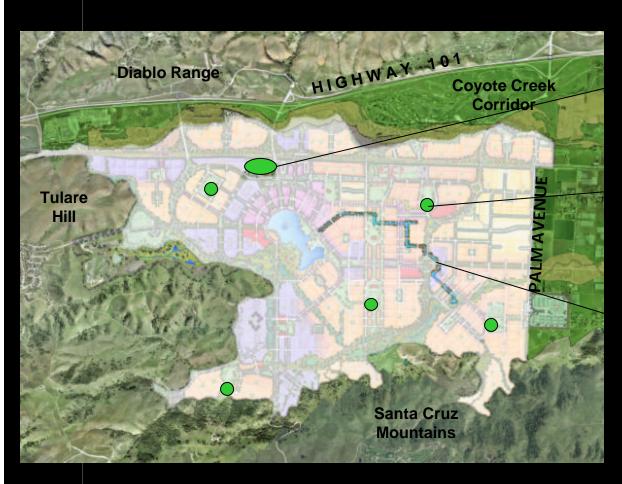


**PLAYGROUND** 



**PUBLIC REALM** 

**OTHER ELEMENTS** 



- Festival Grounds 20 acres
  - Farmers market
  - Stadium
- Community gardens
  - 5 sites at 2 acres each
  - Located in larger parks
- Canal Park (linear park)
  - 1.8 miles
- Pocket Parks
  - Located throughout neighborhoods



#### **PUBLIC REALM**

#### **OTHER ELEMENTS**



**FESTIVAL GROUNDS** 



**AGRARIAN LANDSCAPE** 



**COMMUNITY GARDEN** 



**POCKET PARK** 

- Festival Grounds 20 acres
  - Farmers market
  - Stadium
- Community gardens
  - 3 sites at 2 acres each
  - 1 site at 2 acres
  - Located in larger parks
- Canal Park (linear park)
  - 1.6 miles
- Pocket Parks
  - Located throughout neighborhoods



PUBLIC REALM

**PUBLIC & CIVIC PLACES & ART** 



**PUBLIC SQUARE** 



**PUBLIC GATHERING** 



**URBAN WATER FEATURE** 



**PUBLIC ART** 



**INTERNATIONAL PARK** 

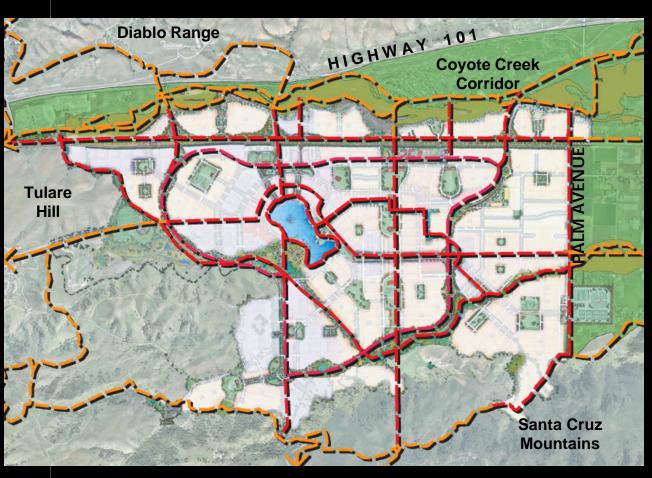


**PUBLIC PLAZA** 



**PUBLIC REALM** 

#### PRIMARY NON-MOTORIZED VEHICULAR CONNECTIONS



- Connect to Existing Trail Systems
- North-South Connections
- East-West Connections
- Loop Systems



**PUBLIC REALM** 

#### PRIMARY NON-MOTORIZED VEHICULAR CONNECTIONS



**EXISTING EQUESTRIAN TRAIL** 



**HILLSIDE TRAIL** 

#### **Planning Goals**

- Connect to Existing Trail Systems
- North-South Connections
- East-West Connections





Loop Systems



PUBLIC REALM



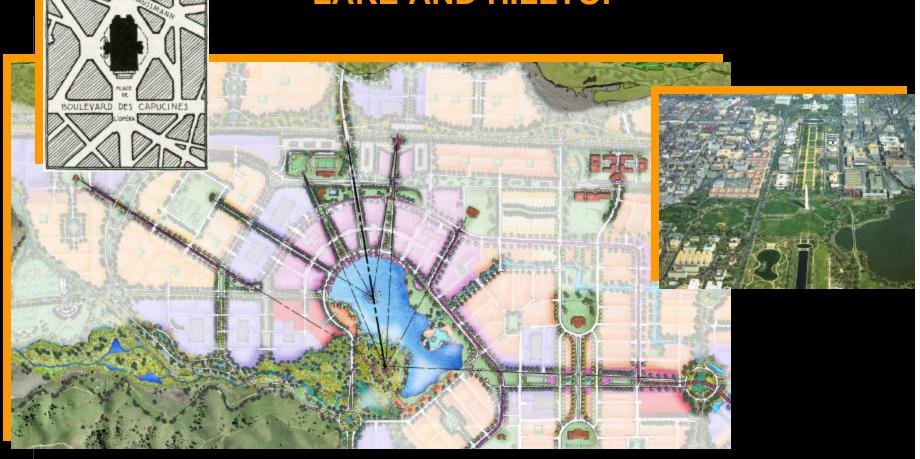
**Composite Framework** 



**CIVIC CELEBRATION** 

**GATEWAY, AXES & FOCAL POINTS** 



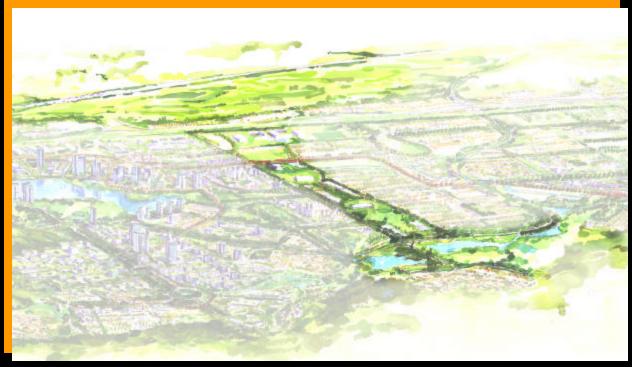






**CIVIC CELEBRATION** 

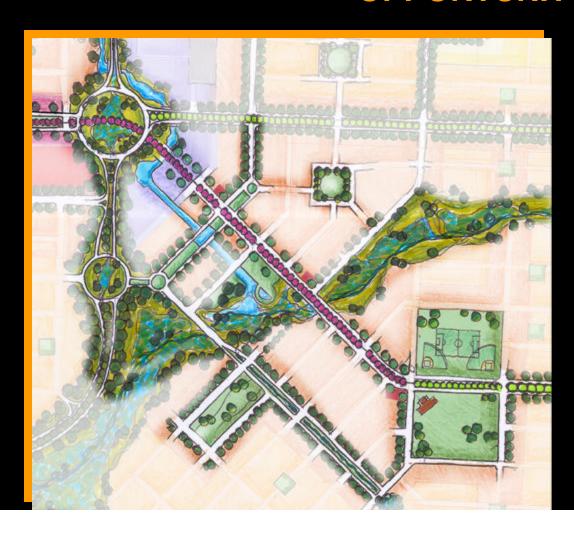
# THE EAST WEST COMMONS-A PARK AND CIVIC AXIS





**CIVIC CELEBRATION** 

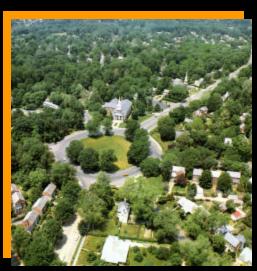
# PUBLIC REALM NETWORK AND CIVIC OPPORTUNITY

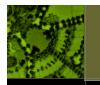




# CIVIC CELEBRATION A CIVIC GATHERING PLACE AT EVERY TRANSIT STOP







#### **MARKET ANALYSIS FINDINGS AND RECOMMENDATIONS**

WORKSPACE

Potential Driving Industries —

Software Computers Electronics

Internet Bioscience

■Mix of Building Types –

Future industries will demand more office space, including higher density buildings

Still need R&D and low-rise development

■Mix of Environments – Some prefer campus, others "urban"



#### MARKET ANALYSIS FINDINGS AND RECOMMENDATIONS

#### WORKSPACE

•Added Value -- Proximity to:

Transit Retail/services Water features

Open space Traffic routes HOUSING

#### ■Phasing —

Low-rise most feasible in near-term (current market conditions)

Mid-rise and high-rise in increasing demand over long term

#### ■Buildout —

Pace of development aided by providing wide mix of buildings Goal of 50,000 jobs likely to take several decades



#### **MARKET ANALYSIS FINDINGS AND RECOMMENDATIONS**

- RESIDENTIAL
  - ■Potential Residents —

Half of regional demand is from 1-2 person households Families seek homes near Silicon Valley employers

■Mix of Housing Types –

Single family detached in very high demand

Townhomes are a major housing type in region

Increasing demand for "urban" multifamily buildings

mixed-use, lofts, mid- and high-rises

Mix of apartments and for-sale homes

■ Mix of Environments – Some prefer suburban, others "urban"



#### **MARKET ANALYSIS FINDINGS AND RECOMMENDATIONS**

RESIDENTIAL

•Added Value -- Proximity to:

Transit Retail/services Water features

Schools Open space JOBS

■Phasing —

Lower-density homes most feasible in near-term

Mid-rise and high-rise in increasing demand over long term

■Buildout —

Pace of development aided by providing wide mix of

home types and price points

Goal of 25,000 homes likely to take several decades



#### MARKET ANALYSIS FINDINGS AND RECOMMENDATIONS

- RETAIL
  - Potential Shoppers —

Primarily residents of Coyote Valley

Some potential to capture sales from wider region

■Mix of Retail Types –

Neighborhood shopping centers – grocery-store anchored

"Community Core" - dining and entertainment, plus

comparison goods and convenience

Freeway oriented – potential for "large-format" tenants



#### **MARKET ANALYSIS FINDINGS AND RECOMMENDATIONS**

RETAIL

•Added Value -- Proximity to:

Traffic Routes

Jobs

Homes

Water features Transit

#### ■Phasing —

Neighborhood centers develop as households are in place

"Community core" tenants in increasing demand over long term

Freeway-oriented could happen soon

#### ■Buildout —

3 neighborhood centers distributed throughout Valley

"Community core" with multiplex cinema, restaurants, mixed-use



#### **MARKET ANALYSIS FINDINGS AND RECOMMENDATIONS**

- OVERALL
  - Emphasize quality of life:

Coyote Valley's unique advantage will be environment with Jobs, Housing, Retail, Institutions, Recreation

Encourage diversity:

Wide range of densities, environments, price points

■Prioritize mixed-use core:

Enhances viability of higher-density, higher-cost building types

•Allow flexibility for changing conditions:

Demand for various building types will change over time



# COYOTE VALLEY SPECIFIC PLAN CONNECTIONS & MOBILITY

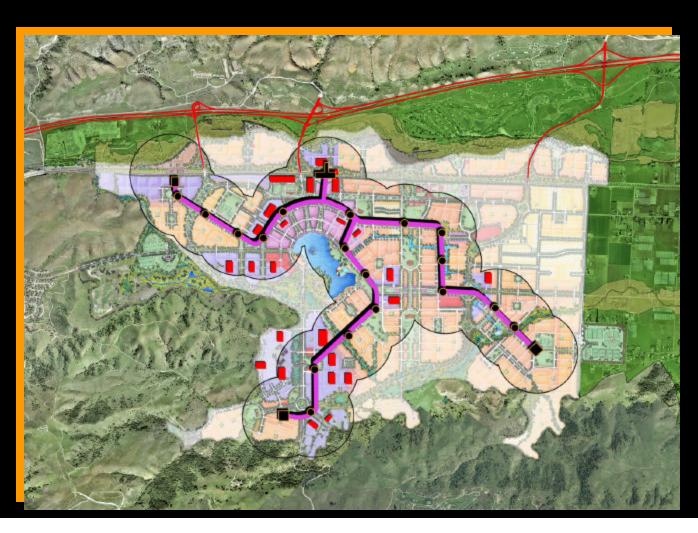
# Work-Live Proximity





**CONNECTIONS & MOBILITY** 

Fixed guideway transit & structured district parking facilitate urban density and pedestrian activity.





CONNECTIONS & MOBILITY

Transit can be fun, open air, bike friendly, and accessible to all

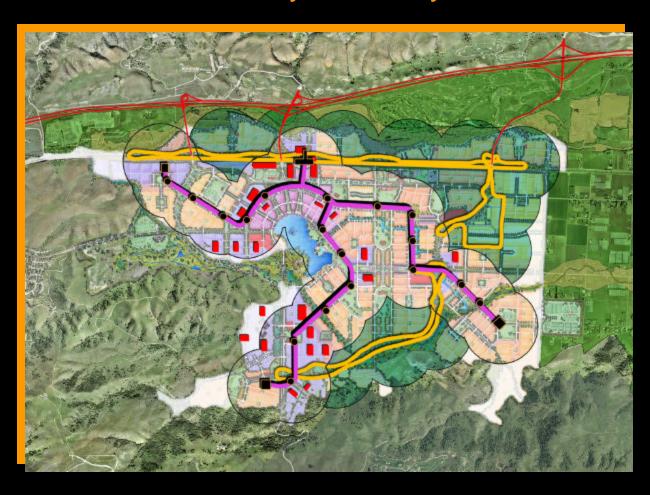






**CONNECTIONS & MOBILITY** 

Supplementary small buses or vans cover all of Coyote Valley with transit service





LAND USE

# Highest densities around community core and transit lines



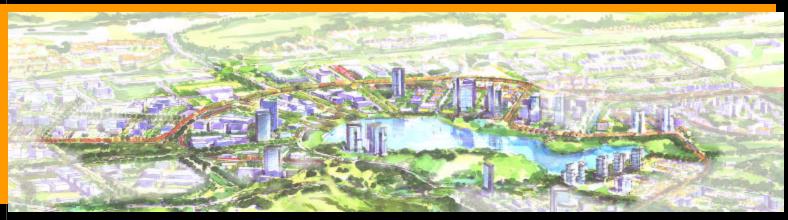


LAND USE

# The beginning and heart of Coyote









## Santa Teresa District





